



# Graphic Production 11

## Course Outline

Graphic Production 11 is a course within the Applied Skills, Design and Technology discipline.

As such, it is an experiential and hands-on program of learning through design and creation of finished products. It fosters the development of the skills and knowledge that will support students in developing practical, creative, and innovative responses to everyday needs and challenges.

The big ideas for this course centre around designing for the life-cycle of products, understanding and evaluating one's design choices, and learning how to use specific tools and technologies while adapting these tools for other purposes.

You might notice that this course is called Graphic Production, not Graphic Design. In fact, it is a graphic design course, but it doesn't stop at design. Instead, it focuses on the process of creating useful design products.

This course is primarily assignment-based, with learning guides to help you study the material, and unit quizzes to reinforce learning. Each unit project is intended to help you pull together the skills you have learned throughout the unit.

**Course Layout:** *The course is broken down as follows:*

Unit	Topic
1	Applied Technology
2	Applied Skills
3	Elements and Principles of Design
4	Graphic Design Process

Each unit uses the same structure and requires approximately the same amount of time and effort.

**Grading:** Your grade for this course will be calculated as follows:

Item	Weight
Learning Guides	10%
Assignments	50%
Projects	20%
Tests	20%
total	100%

**Learning Guides:** One per unit – 4 in total

Before you write the unit test, you must submit the unit Learning Guide. The Learning Guides are composed of responses to the material you are studying and skills you are developing. There are no right and wrong answers in the learning guides. You will be marked on completion and quality of your responses.

**Assignments:** One per section – 16 in total

The assignments are an opportunity to put the skills you are learning in to practice. Typically, you will be in touch with your teacher as you work on assignments.

**Projects:** One per unit – 4 in total

Projects allow you to pull together the skills you have developed in each unit. Typically, you will not be required to learn new skills to complete a project. Instead, you will need to connect the skills you have learned to solidify them.

**Unit Tests:** One per unit – 4 in total

These all have three sections: matching terms, multiple choice questions, and demonstration of skills.

**Resources:**

This course requires access to an iPad which has Procreate installed and an Apple pencil. You might be able to use a different tablet and alternate software but would need to discuss that with your teacher.

There is no physical textbook for this course. Materials have come from a variety of sources.

You should consult the section on student resources. These are not required but they are handy.

**Keys to Success:**

1. Actively work through one unit at a time, in the order presented. Don't skip ahead even if the material looks fun or if you think that you could knock off an easy assignment.
2. Complete the Learning Guide for each section before doing the assignment.
3. Communicate with your teacher while working on assignments. The assignments are about the process, not the final product. Most students will need direction while completing assignments. Your teacher can help you in person or over videoconference such as Zoom.
4. You should be aware of the requirements for projects at the beginning of each unit. You might want to work on the project as you move through the unit. You won't submit it until all assignments are completed for that unit, however.
5. Once you have completed all work for a unit, you can schedule the unit test with your teacher. Remember, you must hand in the learning guide before writing the unit test.